BigBox Kingdom Builder

Spiel des Jahres 2012 Kritikerpreis

A game by Donald X. Vaccarino for 2 - 4 players aged 8 years and up

For your first game, we recommend our suggested setup on page 7 of these rules.

Object of the game

By skillful building of settlements players create their own kingdoms, aiming to earn the most gold at the end of the game.
The 3 Kingdom Builder cards specify the conditions which must be met in order to earn the desired gold.

Game components of the basic game

- **8 different game board sections**



Front: Landscape composed of 100 terrain hexes.



Back: Gold score track for final evaluation.

There are 9 different terrain types on each front side:

5 terrain types suitable for building



Grass *Canyon* *Desert* *Flower field* *Forest*

4 terrain types not suitable for building



Castle *Water* *Mountain* *8 different locations*

- **28 location tiles**



2x oracle *4x farm* *4x tavern* *4x tower*



2x harbor *4x paddock* *4x barn* *4x oasis*

- **160 settlements** - 40 of each player color



- **4 gold markers** 1 of each player color



- **1 start player tile**



- **25 terrain cards**



5x Grasc *5x Flower field* *5x Forest* *5x Canyon* *5x Desert*

- **10 different Kingdom Builder cards**

Only 3 of these cards are used in a game of Kingdom Builder. They specify the conditions for earning gold.



There is a detailed description of the Kingdom Builder cards on page 5 of these rules (see Kingdom Builder cards).

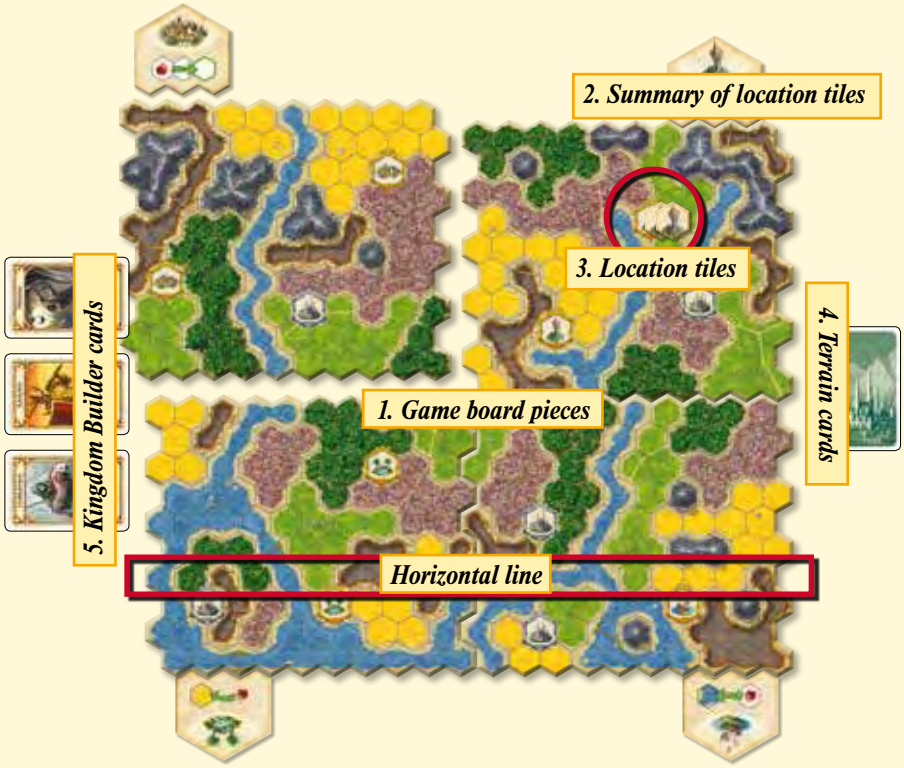
- **8 summary cards of location tiles** - pictograms of extra actions



- **1 rules booklet**

Setup

1. **Select any 4** of the **8 game board sections** and **assemble them to a rectangular game board** as shown in the example below.



2. Place **four summaries of location tiles** next to the game board pieces matching the location hexes.



3. Place **2** corresponding **location tiles** on each **location hex.**



4. Shuffle **all terrain cards** and keep them within **easy reach** as face down **draw pile.**



5. **Shuffle the Kingdom Builder cards,** then randomly draw **3 cards** and place them next to the game board, face up.



Distribution of game components

Give each player in their player color:



All 40 settlements, this is their personal supply.



1 gold marker



Additionally, each player draws **one terrain** card from the draw pile and keeps it **hidden from the other players on their hand.**



Give the **start player tile** to the **oldest player;** they will perform the **first turn of the game.**



Turn **one** of the **unused game board sections** over to its **back side** and place it next to the game board. Then, each player places their gold marker on the black space of the **gold score track.**

Put any game components not used in this game back into the game box.

Sequence of play

Players take their turns in **clockwise direction,** beginning with the **start player.** The game lasts for several rounds. **Each player performs their turn the following way:**

The active player plays their terrain card face up in front of themselves and subsequently builds their settlements.



Mandatory action

During their turn, the player **must build 3 settlements** from their personal supply on unoccupied hexes of the same terrain type as their played card, strictly obeying the building rules (see page 4).

Extra action

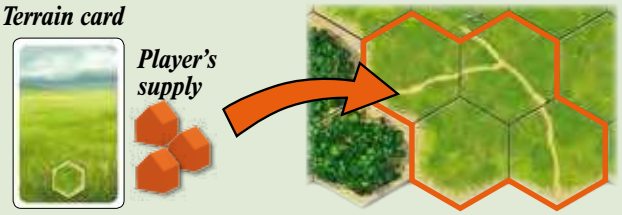
In the course of the game players will collect **location tiles.**

Location tiles grant **extra actions** and players can perform **each** extra action **once during their turn.**

A player may perform **each** single **extra action before or after** their **mandatory action.**

The extra actions allow building additional settlements or even moving existing settlements.

After a player **has performed their mandatory action** and **does not want to perform any extra actions** or cannot do so, they put their terrain card on the discard pile and draw a **new card** from the draw pile, keeping it hidden on their hand.



This illustration shows an example of a mandatory action.

Please note: The mandatory action must be performed and the 3 settlements must be built successively one after the other.



In order to indicate that they have performed an extra action the player turns their corresponding location tile over to its picture side. After they have finished their turn, they flip the tiles back to their pictogram side.



Note: Shuffle the discard pile and use it as new draw pile once the draw pile is exhausted.

Location hex and location tile

Whenever a player builds a settlement **next to a location hex,** they seize **immediately** one of these **location tiles,** if available. Then, they place this tile in front of themselves, picture side face up and can use this **extra action** from their **next turn** on.

A player may seize only **one location tile** from a **given location.**

The player **keeps** a location tile as long **as at least one of their settlements is adjacent** to the corresponding **location.** If they **move** their last settlement **away from such a location** by using an extra action, they **must discard** this location tile and remove it from the game.



If there is no more location tile on a location, the player does not receive any location tile.

Please note: A player may only have 2 identical location tiles if they have build a settlement next to both identical location hexes of that game board section.



Castle hex

At the end of the game, players will earn 3 gold for **each** castle hex if they have built **at least one** of their own settlements next to it.



= 3 gold

Players earn 3 gold only, even if they have built more than one settlements next to a castle hex.

Building rules – These rules apply to each single settlement (of three) built as mandatory action and as extra action

1.

Exactly **one settlement** may be built on **any one eligible terrain space.**

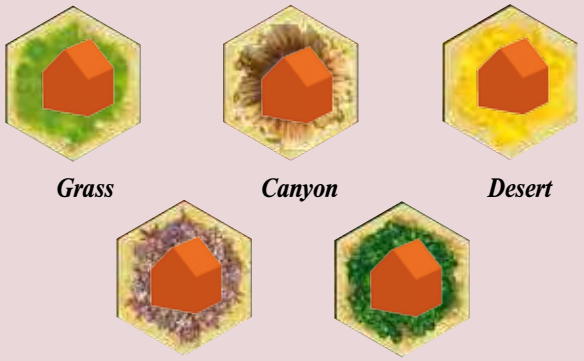


Note: A terrain space is the equivalent of exactly one hex of a game board section.

2.

Settlements may be built **only** on hexes of **these terrain types:** Grass, canyon, desert, flower field, and forest.

Exception: If the rare case should occur that there is no eligible hex at the beginning of a player's turn or during their turn, i. e. there is no hex matching the type of their played terrain card on which they could build a settlement, the player draws a new terrain card immediately. The useless terrain card is removed from the game. If necessary, the player repeats drawing a new card until they draw a suitable card.



3.

Always, a player must build **each** new settlement **adjacent** to at least one of their own **existing settlements,** if possible.



This illustration is an example of 2 building options for the new settlement.

If this is **not possible,** the player must (if mandatory action) or may (if extra action) **choose** a **new unoccupied hex** where they can build their settlement. There are several options, depending on the kind of the player's action:



This illustration is an example of a mandatory action where the player cannot build next to their own settlement.

a) If this is the player's mandatory action or an extra **oracle** or **barn** action they must choose a hex of the same terrain type as their played terrain card.

b) If this is the player's extra **oasis, farm** or **harbor** action, they must choose a hex of that terrain type as required by **this location tile.**

c) If this is the player's extra **tower** action the player may choose any suitable hex at the **edge of the game board.**



End of the game and final scoring

The game ends when **one** player has **built the last settlement** from their personal supply. However, the current game round is still completed; the player **on the right of the start player** is the last player to perform their turn.

Now **each player** calculates the **amount of gold** they have earned and **records** their total on the **gold score track.**

• The **3 Kingdom Builder cards** are **evaluated** one after the other **for each player,** beginning with the start player.

• Then, **each player** calculates the amount of gold earned by their settlements next to **castle hexes** (3 gold per castle hex) and adds it to their score.

The player who has earned **the most gold** is the **winner** of the game. In case of a tie for the most gold, the tied players share the victory.

Kingdom Builder cards





1 gold

Note – Extra harbor action:
The „Fishermen“ card does not generate gold for settlements on water hexes.



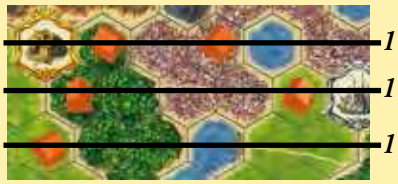
4 gold *4 gold*



4 gold *4 gold* *0 gold*



Horizontal line ——



1 gold
1 gold
1 gold



1 gold



1 gold

Note: Settlement area = cluster of adjacent settlements belonging to one player.



0 gold



3 gold

Note: Settlement area = cluster of adjacent settlements belonging to one player.





1 gold



1 gold



0 gold
1 gold
1 gold



Horizontal line ——



6 gold
0 gold
0 gold

Note: If a player has built the same maximum number of settlements on more than one horizontal lines they earn gold for one line only.





8x *12 gold*
8x *12 gold*
6x *6 gold*
2x *0 gold*

Note: If several players tie for the most settlements all tied players earn 12 gold. Likewise, tied players for the second most settlements earn 6 gold each.



Separate Evaluation for each player:



The fewest settlements of Orange are in the sector bottom right. They earn 12 gold (4x3).

Note: If there is the same number of a player's fewest settlements in more than one sector, they earn gold for one sector only. In order to qualify as a "Farmer" a player must have built at least 1 settlement in each sector.

Extra location tile actions – Apply building rules as usual

Extra action: Build one additional settlement from your personal supply.



Oracle

Build **one settlement** on a hex of the same terrain type as your played **terrain card.** Build adjacent if possible.

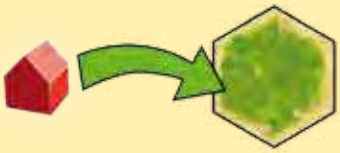




Farm

Build **one settlement** on a **grass hex.** Build adjacent if possible.

Skip this action if there is not a single unoccupied grass hex on the game board.

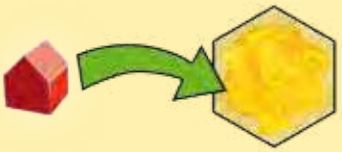




Oasis

Build **one settlement** on a **desert hex.** Build adjacent if possible.

Skip this action if there is not a single unoccupied desert hex on the game board.





Tower

Build **one settlement** at the **edge of the game board.** Choose any of the 5 suitable terrain type hexes. Build adjacent if possible.





Tavern

Build **one settlement** at one **end** of a **line** of at least **3 of your own settlements.** The orientation of the line does not matter (horizontally or diagonally). The chosen hex must be suitable for building.

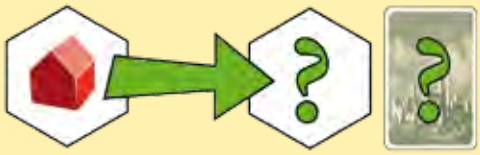


Extra action: Move one of your existing settlements.



Barn

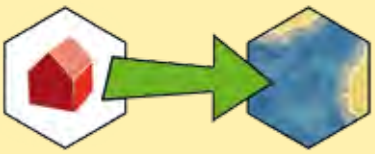
Move **any one of your existing settlements** to a hex of the same terrain type as your played **terrain card.** Build adjacent if possible.





Harbor

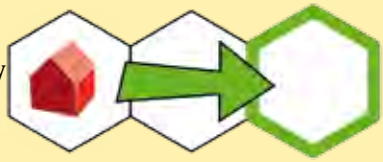
Move **any one of your existing settlements** to a water hex. Build adjacent if possible. This is the only way to build settlements on water hexes.





Paddock

Move **any one of your existing settlements two hexes in a straight line** in any direction (horizontally or diagonally) to an eligible hex. You may jump across any terrain type hex, even water, mountain, castle and location, and/or your own and other players' settlements. The target hex must not necessarily be adjacent to one of your own settlements (building rule no. 3 does not apply in this case).



Suggested set-up for your first game

1. Combine the the 4 board sections that feature the tavern, the paddock, the oasis and the farm to form a rectangular game board, as shown below.



2. Place **each location tile summary** next to the game board section that features the **corresponding locations.**



3. Place 2 corresponding **location tiles** on each **location hex.**



4. Shuffle **all terrain cards** and keep them within easy reach as a face-down draw pile.



5. Place the 3 Kingdom Builder cards **Fishermen, Knights, and Merchants** next to the game board, face up.



All other steps of the game set-up remain unchanged.

Some hints for your first settlements

1. You should build your first settlement next to a location hex.



This way you will gain a location tile that you can use starting with your next turn, which will give you more options for placing settlements on the game board.

For each terrain card, you have a choice of several location hexes for your first settlements.



Example: Mats has the flower field terrain card and with the suggested set-up, he can choose from 5 different location hexes for his first settlements.

2. You should try to build your first 3 settlements adjacent to as few different terrain types as possible.



Example: Mats has built his first 3 settlements adjacent to only one other terrain type (Forest).

By building this way, you lessen the chance of being forced to build next to your own settlements, thereby allowing you to build in other sectors of the game board more quickly.



Example: For his 2nd turn, Mats has a Canyon terrain card. Since the settlements he built on his 1st turn are not adjacent to a canyon, he may now start building in any canyon location.
He builds a settlement next to the Oasis location hex.

KINGDOM BUILDER NOMADS

Nomads now roam the Kingdom, making their special skills available to whoever comes to visit them.

Four new landscapes with interesting locations allow for even more variation during set-up, and new Kingdom Builder cards give players the chance to earn gold during the course of the game, providing a new level of interaction.

Game components

• **4 game board sections** - This expansion introduces a new terrain type not suitable for being built upon: the nomad spaces, which appear on these game board sections in place of castle spaces. Each game board section also features a new location.



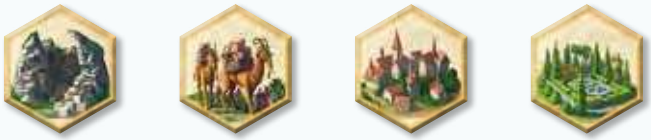


Nomads space



Location spaces

• **14 location tiles** - Each location tile allows its holder an extra action during each turn.



2x quarry *4x caravan* *4x village* *4x garden*

• **15 nomad tiles** - These tiles allow additional extra actions, but can be used only once during the game.



7x donation *2x resettlement* *2x outpost* *2x sword* *2x treasure*

• **3 new Kingdom builder cards –** With these cards, players can earn gold during the course of the game.



1x Families *1x Shepherds* *1x Ambassadors*

• **4 summary cards for the location tiles**



• **25 stone walls** - These pieces come into play via the quarry location tile, and they block terrain spaces. Place them next to the game board when the quarry is available.



• **40 settlements and 1 gold marker** - Playing pieces for a fifth player.



• **1 rules booklet**

Changes during set-up

Compared to the basic game, setup remains the same except for these changes:

• Shuffle the **4 new game board sections** with the 8 sections from the basic game, then select any 4 of the 12 sections and assemble them into a rectangular game board.

• Place the **15 nomad tiles** on the table picture side up, shuffle them, then randomly draw and place **1 tile** for each nomad space on the game board, now with the pictogram side up.

• Shuffle the **3 new Kingdom Builder cards** with the 10 cards from the basic game, then randomly draw 3 cards and place them face-up next to the game board.

For five players, use the rules of the basic game, along with the changes explained above.

Nomad spaces and nomad tiles

After building a settlement next to a nomad space, the player claims the nomad tile from that space, if available, and places it on the table for use next round.

If the nomad space is empty, the player receives nothing for building a settlement next to it.

A nomad tile provides its holder one extra action. The player can use this extra action **only** during the **next game round,** not the game round in which it is claimed. At the end of the next game round, remove the nomad tile from the game, whether or not the player used the action on it!



Bild- und Piktogrammseite



Extra actions of the nomad tiles – Apply the building rules of the basic game



Donation

Build 3 additional settlements, taken from your supply, on spaces of the terrain type shown on the nomad tile. You may perform this extra action either before or after your mandatory action.

Note: If these 3 additional settlements are built on water or mountain spaces, they do not count for gold for the Kingdom Builder cards "Fishermen" and "Miners".



The player builds 3 additional settlements on the flower field spaces after her mandatory action.



Resettlement

Move 1-4 settlements up to 4 spaces in total. Settlements can be moved only to adjacent, unoccupied spaces that are eligible for building. After movement, these settlements don't need to be adjacent to the player's other settlements.

You may perform this extra action either before or after your mandatory action.



The player moves one of her settlements 3 spaces, then claims the nomad tile next to its new location. Then she moves another settlement 1 space next to a location space.



Outpost

When building settlements, whether during your mandatory action or any extra actions, you may use the outpost in order to disregard the adjacency requirement for one settlement.

This settlement must still be built on the appropriate terrain type for your mandatory action or the specific extra action.



The player builds settlements A and B next to a location space on the appropriate terrain, then uses the outpost to build settlement C next to a nomad space.



Sword

Remove one settlement belonging to **each other player** from the game board, then return those settlements to their respective supplies. You may perform this extra action either before or after your mandatory action.



Treasure

Gain 3 gold **immediately** when claiming this tile, then remove it from the game.

Kingdom Builder cards

This expansion introduces a new type of Kingdom Builder card – red cards – which allow players to gain gold during the game.

The active player must check whether the conditions on red cards have been met **after building each single new settlement.** If these conditions have been fulfilled, the player immediately records the gold earned on the score track.

Ignore red Kingdom Builder cards during **final scoring.**

The 3 new Kingdom Builder cards



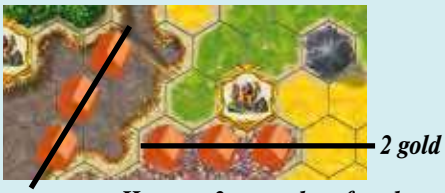
Families

Build settlements in a straight line.

2 gold, if you built **all** 3 settlements of the mandatory action adjacent to each other in straight line (horizontally or diagonally).

Record this gold on the score track immediately.

Horizontal / diagonal line ——



Here are 2 examples of settlements being built in a straight line during a player's mandatory action.



Shepherds

Complete terrain areas.

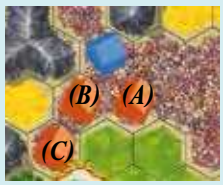
2 gold for each of your settlements **not adjacent to an empty** terrain space of the same kind on which this settlement was just built.

Record this gold on the score track immediately.

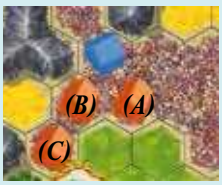
Note: Check whether you fulfill the condition on this card after building **every single settlement,** whether during your mandatory action or extra actions.



The player builds settlement C. Since no empty flower space is adjacent to this settlement, this player earns 2 gold.



If the player builds her settlements in order ABC, she earns 2 gold, but…



…if she instead builds the settlements in order CBA, she earns no gold.



Ambassadors

Build settlements adjacent to other players' settlements.

1 gold for each of your settlements built **adjacent to at least one** settlement of another player.

Record this gold on the score track immediately.

Note: Check whether you fulfill the condition on this card after building **every single settlement,** whether during your mandatory action or extra actions.



The orange player earns 2 gold during her turn.

New locations and their extra tile actions

Four new locations are included in this expansion: quarry, caravan, village and garden.



Quarry



Build 1 or 2 stone walls on empty terrain spaces of the same type as your played terrain card. These stone walls must be adjacent to at least one of your settlements on the game board.

Stone walls are not owned by any player, and they generate no gold for anyone. Instead, they simply block the spaces they‘re on for the remainder of the game.





For her mandatory action, the orange player has revealed a desert terrain card and built 3 settlements. She then builds 1 stone wall adjacent to one of her newly built settlements. She cannot build a second stone wall because no available desert spaces are adjacent to one of her own settlements.



Karawane

Caravan



Move one of your own previously built settlements in a straight line, either horizontally or diagonally, until it is blocked by an obstacle. (Obstacles are water, mountains, castles, location spaces, nomad spaces, and each space occupied by a settlement.)

Place this settlement on the empty space eligible for building directly in front of the obstacle.



The orange player wants to move this settlement. She has four options as one direction is blocked by a mountain and another is blocked by an opponent‘s settlement.



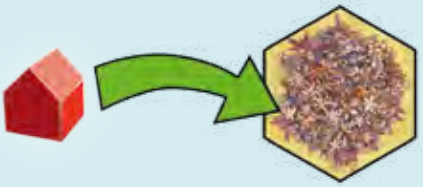
Village



Build one additional settlement on an empty space eligible for building that is adjacent to at least 3 of your settlements.



Garden



Build one additional settlement on an empty flower field space. You must build this settlement adjacent to one of your settlements, if possible.

KINGDOM BUILDER CROSSROADS

New locations and new challenges are what this land needs!

Four new landscapes, each with two different location spaces, provide new options for shaping the kingdom. What's more, the task cards challenge players to build their settlements in a certain way in order to gain even more gold at the end of the game.

Game components

• **4 game board sections -** Each section includes two different location spaces and one castle space



• **16 location tiles -** Each location allows a new extra action.



2x lighthouse



2x forester's lodge



2x barracks



2x crossroads



2x city hall



2x fort



2x monastery



2x wagon

• **8 summary cards for the location tiles**



• **6 task cards -** This new card type allows players to earn gold at the end of the game in addition to gold earned from Kingdom Builder cards.



Home country, Fortress, Road, Place of refuge, Advance, Compass point

• **10 warriors -** Two of each player color



A warrior enters the game through the "barracks" action and prevents any building actions on its adjacent terrain spaces.

• **5 wagons -** One of each player color



A wagon enters the game through the "wagon" action and it may move across land spaces of the game board.

• **5 ships -** One of each player color



A ship enters the game through the "lighthouse" action and it may move across water spaces of the game board.

• **5 city hall tiles -** One of each player color



A city hall tile enters the game through the "city hall" action and counts as seven settlements.

• **1 rules booklet**

Changes during set-up

Apply the set-up rules of the basic game, except for the following changes:

• Mix the 4 new game board sections with the 8 game board sections of the basic game and/or any expansion game board sections; then select any 4 sections and assemble them into a rectangular game board.

• If the game board contains one or more sections from this expansion, place the appropriate two location tile summary cards next to these sections.

• Shuffle the task cards, then draw one card at random for each game board section from this expansion. Place these cards next to the 3 Kingdom Builder cards.

Note: Thus, 0 – 4 task cards will be in a game, depending on the number of new sections that are part of the game board. You can identify these new sections easily because they have two location tile summary cards.

• Give each player 1 wagon, 1 ship, 2 warriors, and 1 city hall tile in his player color.

Extra action: Bring new forces into play – ships, warriors and wagons – to claim ground in the kingdom. Warriors, wagons and ships count as settlements.



Barracks

During each of your turns, you may choose **one** of these **two options:**

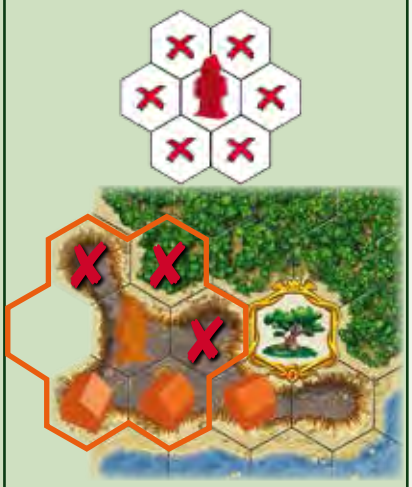
- Place one of your warriors on an **empty space eligible for building.** You must place this warrior adjacent to one of your settlements, if possible.

Or

- Remove one of your warriors from the game board and place the token **back** into your **supply.** You may place this warrior on the game board again on a future turn.

A warrior prevents all building and moving actions – whether by you or by any other player – on all spaces adjacent to it. Any existing settlements are not affected. After a warrior has been removed, the blocked spaces are once again eligible for building.

Warriors score gold at the end of the game, like other settlements.





Wagon

During each of your turns, you may choose **one** of these **three options:**

- Place your wagon on an **empty space eligible for building or a mountain space.** You must place this wagon adjacent to one of your settlements, if possible.

You can take this action only if your wagon is not on the game board.

Or

- **Move** your wagon up to **3 spaces** across empty spaces eligible for building or mountain spaces. These spaces may not be occupied by settlements, other wagons, or any of your own or other players' warriors.

Or

- Remove your wagon from the game board and place it **back** into your **supply.** You may place the wagon on the game board again on a future turn.

You may build settlements adjacent to your wagon. Wagons score gold at the end of the game, like other settlements.





Lighthouse

During each of your turns, you may choose **one** of these **three options:**

- Place your ship on an **empty water space.** You must place this ship adjacent to one of your settlements, if possible.

You can take this action only if your ship is not on the game board.

Or

- **Move** your ship up to **3 spaces** across empty water spaces. These spaces may not be occupied by ships.

- ***Or*** Remove your ship from the game board and place it **back** into your **supply.** You may place the ship on the game board again on a future turn.

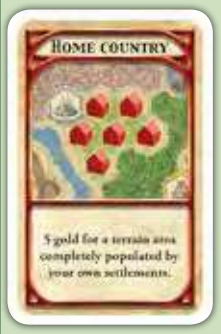
You may build settlements adjacent to your ship. Ships score gold at the end of the game, like other settlements.



Task cards

The **task cards** offer new ways for players to earn gold at the end of the game, in addition to the gold earned from the 3 Kingdom Builder cards.

Each card states one **requirement** that a player must meet in order to earn the amount of gold indicated.
Each player who meets a task card's requirement earns the reward. Meeting a card's requirement **more than once** does **not** increase the amount of gold earned.

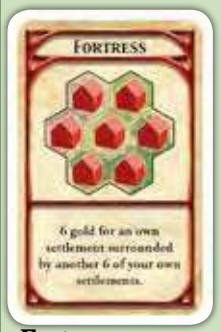




Home country:

5 gold for a terrain area completely populated by your own settlements.

This terrain area may not contain any empty spaces or spaces with other players' settlements.





Fortress:

6 gold for an own settlement surrounded by another 6 of your own settlements.





Road:

7 gold, if at least 7 of your own settlements form a continuous diagonal line.

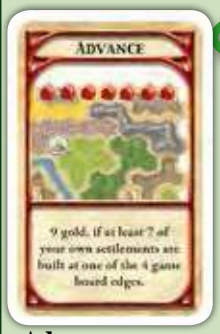
Each settlement in this line must be adjacent to another of your settlements in this line. A horizontal line does not qualify! The diagonal orientation of this line does not matter.





Place of Refuge:

8 gold for a location, castle or nomads space completely surrounded by your own settlements.





Advance:

9 gold, if at least 7 of your own settlements are built at one of the 4 game board edges.

Each corner space is part of two edges. These settlements need not be adjacent to one another; they may be built discretely.





Compass points:

10 gold, if at least 1 of your own settlements is built at each of the 4 game board edges.

Each corner space is part of two edges!

New location tiles and their extra actions – Apply the building rules of the basic game

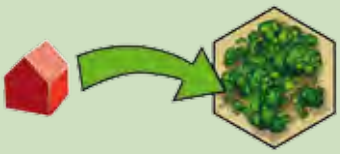
This expansion introduces 8 new locations.

Extra action: Build an additional settlement from your supply.



Forester's lodge

Build **one settlement** on an empty **forest space.** You must build this settlement adjacent to one of your settlements, if possible.
Forfeit this action if no empty forest spaces remain on the game board.





Monastery

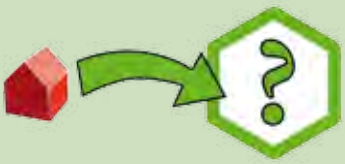
Build **one settlement** on an empty **canyon space.** You must build this settlement adjacent to one of your settlements, if possible.
Forfeit this action if no empty canyon spaces remain on the game board.





Fort

Draw a terrain card and build **one settlement** on an empty space of the terrain type the card shows. You must build this settlement adjacent to one of your settlements, if possible.



Extra action: Draw one additional terrain card.



Crossroads

Draw one additional terrain card at the end of each of your turns.

During your turn, you choose which of your two terrain cards you will use for both your mandatory action and your extra actions, if any. Discard both terrain cards after you have finished your actions.

Draw the first additional terrain card at the end of your turn during which you gained this location tile.

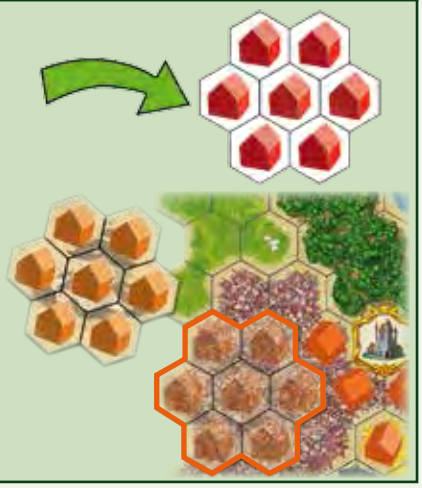


Extra action: Claim ground with your city hall.



City hall

During your turn, you may place your city hall tile on the game board; once placed, this tile remains in place for the rest of the game. You **must** place it adjacent to one of your settlements on 7 empty spaces eligible for building.
The city hall tile counts as 7 settlements in all respects for Kingdom Builder cards and task cards! You may build additional settlements adjacent to your city hall tile just as you would build adjacent to other settlements of yours.



Queenie 1: Capitol

If the game board sections with location harbor or oracle are in play, place the capitol on one of the castles.

If both sections are in play, you may use both capitols.

The following rules applies: At the end of the game 1 gold for each of your own settlements built next to or up to 2 hexes away from the capitol.

Example: 4 gold



Queenie 2: Caves

On **each** quadrant, put **one** of the cave tiles on any mountain hex, which is not within two hexes of a location, castle or nomad hex.

A cave counts as a mountain hex.



Example: 2 possibilities to place the cave.

Once every turn, before or after the mandatory action, the player may move one of his settlements adjacent to a cave, to any unoccupied and suitable hex adjacent to any cave *(including the same one)* on the board.



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